
Subject: Re: CALL_EXTERNAL, VC++, ERROR_PROC_NOT_FOUND

Posted by [isojoern](#) on Mon, 29 Jan 2001 04:28:44 GMT

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Thanks Ronn, and

yes, I included idl32.lib, and no I didn't include the .def file, but used
_declspec(dllexport) instead.

j.

"ronn kling" <ronn@rlkling.com> wrote in message

news:B699E1F1.1B44%ronn@rlkling.com...

> in article t77g9p9h61ii48@corp.supernews.com, isojoern at

> isojoern@linkline.com wrote on 1/28/01 1:47 AM:

>

>> Hi there,

>>

>> to learn how to use dlls I used the IDL example code for simple_vars.

But

>> instead of using nmake, I wanted to move the compilation process inside

>> Visual C++ (with nmake everything works fine).

>>

>> So I built a dll frame with the wizard and included stdio.h and export.h

in

>> StdAfx.h, and linked to idl32.h

> Joern,

>

> First let me recommend that you go straight to using DLM's and skip

> call_external. You will be much happier with the results.

>

> Now, you really meant idl32.lib not idl32.h, right? Assuming that is
correct

> did you include the call_examples.def file in the project? I avoid using

> call_external so I don't know if you also need to have an export file, but

> that might be a problem also.

>

> If you want to get a really good book on calling C from IDL using DLM's go

> to <http://www.rkling.com> and click the link to "Books on IDL" at the top

of

> the page;) Of course, I am biased on the book but I have received a ton of

> positive comments on it!

>

> -Ronn

>

>

> --

> Ronn Kling

> Ronn Kling Consulting

- > email: ronn@rlkling.com
- > "Application Development with IDL" programming book updated for IDL5.4!
- > "Calling C from IDL, Using DLM's to extend your IDL code" NEW BOOK!
- > Shareware and Freeware at: <http://www.rlkling.com/>
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